



By CAPCOM™

CHALLENGE SERIES

# *Stocker*



**CAPCOM™**

**DISK PAK INSTRUCTIONS**

For Play On Commodore 64/128

## A Special Message From

Thank you for selecting  
the **STOCKER™** from  
the **Captain Commando**  
"Challenge Series" by  
CAPCOM®.

Exciting and challenging,  
**the STOCKER**, created  
by CAPCOM . . . premier world-  
wide arcade game designer . . .  
features powerful, colorful  
state-of-the-art high resolution  
graphics.

This high quality DISK PAK  
has been manufactured to meet  
CAPCOM's rigid quality specifi-  
cations for excellence, assuring  
long-lasting satisfaction game  
after game.



*Captain Commando*

\*Licensed from Bally Sente

## TABLE OF CONTENTS

Special Message .....	1
Safety Precautions .....	2
Game Description .....	3
How to Play .....	4
Controlling the Action .....	4
Hints on Game Play .....	5
Other Disk Paks Available & Credits .....	6
Helpful Game-Playing Hints & Memos/Point Scoring Records .....	7
FCC Compliance and Warranty Information .....	8

## **SAFETY PRECAUTIONS**

Please take time to read the important instructions in this booklet. It is recommended you read this instruction manual thoroughly, observing and complying with the safety precautions before you begin your challenging experience with Stocker. It's your personal guarantee to greater satisfaction over a long period of time.

### **SAFETY PRECAUTIONS**

- 1. Avoid subjecting this high precision DISK PAK to extreme temperature variances. Store at room temperature.**
- 2. Keep from touching with fingertips. Re-Insert DISK PAK in its protective jacket to keep clean and avoid scratching.**
- 3. Do not bend.**
- 4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the DISK PAK.**
- 5. For best results, play the game a distance away from your television set.**
- 6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your DISK PAK.**
- 7. Do not place this DISK PAK on or near television set. Exposure to the magnetic fields of the picture tube could result in damage to the DISK PAK.**

## THE STOCKER STORY



Stocker is a coast to coast race against time, measured in fuel. It is played by one player who controls a two speed stock car which is always moving except when receiving a ticket. The player starts with a full tank of fuel, which regardless of speed or driving habits, will last one minute and 30 seconds. There are four gas stations along the way, each providing approximately  $\frac{1}{4}$  tank. The race begins in Florida and traverses in order; Alabama, Mississippi, Louisiana, Texas, New Mexico, Arizona and ends in California. Along the way, the player must avoid collisions with police cars, who issue tickets, as well as other cars and trucks. The accumulation of three tickets ends the game. The object of the game is to reach the end of the road while receiving as few tickets as possible and maintaining the highest speed possible.

## HOW TO PLAY

To start the game:

### For Commodore 64/128

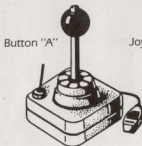
1. Connect joystick to Port 1.
2. Turn on power to your Commodore 64 or 128, the disk drive and TV/monitor.
3. Switch Commodore 128 to 64 mode.
4. Once the red "busy" light on the disk drive goes off, insert the Stocker DISK PAK into the disk drive, label side up. Close door of disk drive.
5. Type to enter the following:  
LOAD "\*", 8, 1, then press RETURN

The Screen Displays:

Searching for \*  
LOADING

## CONTROLLING THE ACTION

Pressing Button A fires weapons to destroy the enemies.



Joystick Movements:

- ◀ Moves Stocker Left
- ▶ Moves Stocker Right
- ▲ Moves Stocker Upward
- ▼ Moves Stocker Downward

Press Button A to start the game.

Hold Fire Button to change from high speed to low gear.

## HINTS ON GAME PLAY

<u>States</u>	<u>Number of Screens</u>
Florida	7 Screens
Alabama	3 Screens
Mississippi	3 Screens
Louisiana	5 Screens
Texas	6 Screens
New Mexico	4 Screens
Arizona	4 Screens
California	5 Screens

The speed of all vehicles depends on the surface on which they are currently residing. When entering Texas and again in Arizona, the background color will be changed.

When the player's car exits the screen in a valid direction the adjacent screen is displayed with player's car in the corresponding entry point.

There are shortcut routes between Florida-Alabama and Mississippi-Louisiana. They are shown with a question mark.

Gas stations are located on the fifth screen of Florida, the third screen of Louisiana, the first screen of Arizona and fourth screen of California.

Avoid collisions as you will get a ticket and a reduction of points for 7 tickets.

# Look For CAPCOM's Other Fine Disk Paks Designed For Family Fun & Entertainment In Stores Now!

## COMING SOON!

### New Captain Commando Sports Series

- Hat Trick — Hockey
- Mini-Golf — Golf
- Street Football

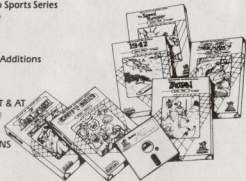
### New "Challenge Series" Additions

- Trojan™
- Bionic Commando

### New Software for IBM XT & AT

And Compatibles Too!!!

- GHOSTS 'N GOBLINS
- 1942
- SIDE ARMS
- GUN.SMOKE
- SPEED RUMBLER



## DISK PAK

Software Developed & Programmed For Play On

**Commodore 64/128™**

**IBM® XT & AT Plus 100% IBM Compatibles**

By

**Pacific Dataworks International**

Agoura Hills, California

CAPCOM and Captain Commando are registered trademarks of CAPCOM U.S.A., INC.  
Commodore 64 and Commodore 128, IBM XT & AT, are registered trademarks of Commodore Electronics Ltd. and  
International Business Machines Corporation respectively.

## HINTS/SCORING/MEMO

---

---

---

---

---

---

---

---

---

---

---

---

**Date**

**Score**

**Player**

<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>

Manual by Paul Biederman.

Game counselors available at (408) 745-7081 8:00 a.m. - 5 p.m. PST.



# 90-DAY LIMITED WARRANTY

## 90-DAY LIMITED WARRANTY

**CAPCOM U.S.A., Inc.** ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM U.S.A., Inc.**

Consumer Service Department  
1283-C Mountain View/Ariso Road  
Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

**PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER**

**CAPCOM™**

1283-C Old Mountain View/Alviso Road  
Sunnyvale, CA 94089

408-745-7081